



## Legislation Details (With Text)

**File #:** 18-236      **Version:** 1      **Name:** Fuel Card System Reso

**Type:** Resolution - Council      **Status:** Passed

**In control:** City Council

**On agenda:** 6/4/2018      **Final action:** 6/4/2018

**Enactment date:** 6/4/2018      **Enactment #:** Reso 2018-048

**Title:** RESOLUTION Authorizing the City Manager to Execute a Consulting Services Agreement with Syntech Systems/Fuelmaster in the amount of \$73,111 for Replacement of the City Fuel Card System, and Appropriating \$73,111 from the Equipment Repair and Maintenance Fund Balance to Account 690-16-001-7410

**Sponsors:** Debbie Pollart

**Indexes:**

**Code sections:**

**Attachments:** 1. a47ac32a-1be6-4c04-9ce8-542e41c7e675

Date	Ver.	Action By	Action	Result
6/4/2018	1	City Council	Adopted	Pass

RESOLUTION Authorizing the City Manager to Execute a Consulting Services Agreement with Syntech Systems/Fuelmaster in the amount of \$73,711 for Replacement of the City Fuel Card System, and Appropriating \$73,711 from the Equipment Repair and Maintenance Fund Balance to Account 690-16-001-7410 for Fiscal Year 2017-18

WHEREAS, a draft agreement between the City of San Leandro and Syntech Systems/Fuelmaster was presented to this City Council; and

WHEREAS, the City Council is familiar with the contents thereof; and

WHEREAS, the City Manager recommends approval of said agreement.

NOW, THEREFORE, the City Council of the City of San Leandro does RESOLVE as follows:

1. That said agreement substantially in the form presented is hereby approved and execution by the City Manager is hereby authorized; and
2. That the City Manager is authorized to make non-substantial revisions to said agreement, subject to the approval of the City Attorney; and
3. That the City Manager is authorized to appropriate \$73,711 to the 690-16-001-7410 account from the Equipment Repair and Maintenance Fund Balance reserves for Fiscal Year 2017-18; and
3. That an original executed agreement shall be attached to and made a part of this resolution.

